GAME BOY ADVANCE™

AGB-AEXJ-ASM

THE KING OF FIGHTERS EX2 Howling Blood

INSTRUCTION BOOKLET

Marvelous Entertainment Inc.

Thank you for purchasing "The King of Fighters EX2---Howling Blood" game cartridge for the Game Boy Advance™.
Before playing the game, please take time to read through the instructions, precautions, etc., listed in this manual to ensure safe, correct game use.
We also recommend that you store this instruction manual in a safe place where it can be easily accessed for future reference.

Making Safe Use of Your Game Boy Advance™ and Game Boy Cartridges™

⚠ Warnings

- Avoid using the Game Boy Advance™ (GBA) when tired, and continuous game play over a long period of time — such use can adversely affect your health.

- In extremely rare cases, stimulation from strong light sources, flashing light, and even television images can cause temporary muscle spasms or seizures that may result in loss of consciousness. People who have experienced such symptoms should consult a physician before playing this or any other type of video game. If you experience such symptoms while playing the GBA, stop playing immediately and see a physician.

- If you experience symptoms such as dizziness, nausea, fatigue, or symptoms similar to motion sickness while using the GBA, stop playing immediately. If the symptoms continue even after you stop playing, consult a physician. Failure to have these symptoms checked and treated could result in long-term health problems.

- If you experience hand or arm fatigue, discomfort or pain while using the GBA, stop playing immediately. If the symptoms continue even after you stop playing, consult a physician. Failure to have these symptoms checked and treated could result in long-term health problems.

- If you are suffering from any type of hand or arm problems or fatigue, using the GBA could aggravate the condition. Please consult a physician before using the GBA.

- If your eyes begin to feel tired, dry, or uncomfortable, take a 5 to 10 minute break from playing with your GBA.

⚠ Caution

- When playing games for a long period of time, take breaks at suitable intervals. A good guideline is to take a 10 to 15 minute break every hour.

Handling Your GBA and GBA Cartridges

⚠ Warnings

- Never use the GBA while operating a vehicle, walking, or in an area where the use of such devices is restricted or prohibited, such as in an airplane or a hospital. Use in such areas could result in accidents and/or injury.

⚠ Caution

- The game cartridge is made with plastic and metal parts. Burning the cartridge can have dangerous results. If you need to discard this cartridge, please do so in accordance with local laws and regulations.

Please Observe the Following When Using Your GBA and Game Cartridge

- Do not use or store your GBA and game cartridge in places where there is a lot of dust or soot, etc., or in places subjected to high temperatures.
- Never insert or remove a cartridge while the GBA is turned on.
- Protect the GBA and game cartridge from strong impact, such as collision with other objects and dropping.
- Use care to prevent liquid from getting inside the game cartridge, and never insert objects into the game cartridge.
- Never touch the cartridge contacts with your fingers or metal objects.
- Never attempt to disassemble or modify the game cartridge.
- Never touch the game cartridge with wet hands.

This game cartridge is compatible with the devices marked by a ○.

Game Boy Advance	Game Boy Color	Game Boy (Game BoyPocket/Right)	Super Game Boy (Super Game Boy2)
○	×	×	×

GAME BOY™ ADVANCE GAME LINK™ CABLE.

Connecting the Game Link Cable

This section describes how to connect 2 Game Boy Advance units using the Game Link Cable.

What You Need:

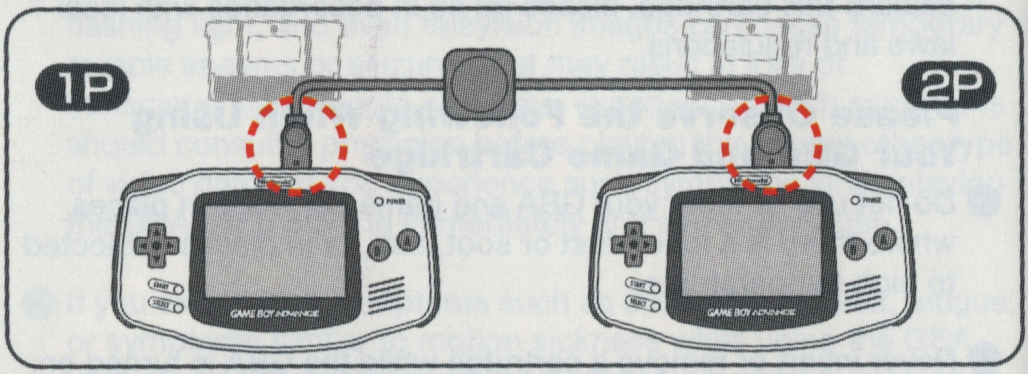
Game Boy Advance Units ---------- 2
"The King of Fighters EX2 -- Howling Blood" Game Cartridge -------- 2
Game Boy Advance Game Link Cable ---------- 1

Making the Connection

1. Make sure that both of the Game Boy Advance units are turned off, and then insert a game cartridge into each of the GBA units.

2. Connect the Game Link Cable to the external expansion connector on each of the GBA units.

3. Turn on both of the GBA units.



Precautions Related to Link Game Play

In the following situations, the GBA units may not be able to communicate with each other, or may not operate correctly.
If the GBA units are connected with a cable other than the dedicated GBA Game Link Cable.

- If the Game Link Cable is not fully inserted into the expansion connector.
- If the Game Link Cable is inserted or removed while the GBA is turned on.
- If the Game Link Cable is connected to a GBA connection box.
- If the Game Link Cable is used to connect 3 or more GBA units.

PROLOGUE

In an elegant garden, where beauty and calm blend in splendid harmony, Chizuru Shingaku, dressed in kimono, is feeding the koi in the pond. She happens to turn around and notice a tall man standing on the open veranda, holding a young girl. Was he there before? Regardless, he is now staring at Chizuru. With a faint smile and an air of complacency, he bows pompously towards Chizuru and says, "Mistress Chizuru, I am Reiji Okami, and I have come at your calling." Chizuru replies, "You can drop the 'Mistress,' I am no longer a child"

Chizuru gently beckons to the child in Reiji's arms, then strokes the child's head and hands the child the food for the koi. The little girl, possibly about 2 years old, smiles softly and bows to Chizuru before strolling to the edge of the pond to feed the koi. The child was so innocent and lovely that Chizuru could not help but smile, but quickly hid her emotions as she turned back to Reiji.

"Lately, there has been something strange about my official seal. It's as if something is affecting the seal, and it has left me feeling very uneasy."

"I see -- do you have any idea what might be causing this problem?"

"I have some idea," Chizuru replied as she threw a sample of the seal to Reiji. Glancing at the seal, Reiji's eyes narrowed as he said, "Hmm -- this as well may involve KOF."

"So it would seem. But, I must remain here to protect the seal. Thus, I want you to go and appear in my place."

"I have no problem with that, but what about the other two?"

"Yes, Kyo Kusanagi and Moe Habana. They are both in America."

"Kyo Kusanagi I can understand, but Moe as well?"

"Yes, like you, he is one of the 'Jyu-Shu Sinpou'. Among the Jyu-Shu Sinpou, Yatsuka No Turugi is a truly exceptional military family. He is now inexperienced, but has the potential to someday become stronger than anyone. That, of course, includes you."

"Well then, that is something I have to look forward to in the future."

Reiji placed his letter invitation in his coat pocket and shrugged in an exaggerated manner.

"Will you do it?"

"OK, OK. There is the Amaha family to consider as well. If it involves Jyu-Shu Sinpou, I cannot just turn away. But more than anything, I am unable to deny a request made by you."

Reiji picked up his daughter, who was entranced in the feeding of the koi, winked at Chizuru, and walked away.

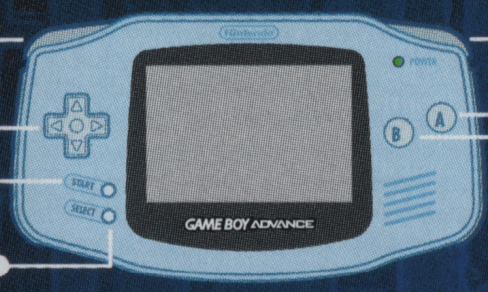
Jyu-Shu Sinpou – Those who have secretly supported the Sanshu No Jingi three treasures since the age of mythology.

CONTENTS

Contents — 5
Basic Operations — 6
Starting the Game/Game Modes — 8
Game Modes/Options — 9
About the Game Screen — 10
Rules — 11
The Teams — 12
For Experts — 26

Game Operations

Basic Operations (4-Button Mode)



START Button ..... Display the "Pause" menu
SELECT Button ..... Select the game challenge
Control Pad ..... Move the selection cursor/Move a character
↑ (↖ • ↗) ..... Jump
→ ..... Move forward
← (↙) ..... Move backward/Block (bottom block)
↓ (↙ • ↘) ..... Bend down
L Button ..... Weak kick
R Button ..... Strong kick
A Button ..... Select the highlighted item/Strong punch
B Button ..... Cancel the current selection/Weak punch

Special Operations

Small Jump Press and release Up (Left-Up or Right-Up).
Medium Jump Press and release Down and then press and release Left-Up or Right-Up.
Large Jump Press and release Down and then press and hold Left-Up or Right-Up.
Sprint (Back Step) Quickly press Right or Left 2 times.
Emergency Escape (Emergency Escape Backward) Press Right (Left) + B Button + R Button
Throw Approach an enemy and then press Right + L Button or R Button.
Throw and Release Press the Attack Button while being held.
Break a Fall Press B Button + R Button just before going down.
Flying Attack Press B Button + R Button
Call out the Striker Press B Button + L Button

2-Button Mode

2-Button Mode A (For Beginners)

A Button (+ Left- Right or Right) Weak kick (Strong kick)
B Button (+ Left- Right or Right) Weak punch (Strong punch)
L Button Call out the Striker
R Button in Combination with the Control Pad (8 Directions) Deadly Attack techniques
Emergency Escape (Emergency Escape Backward) Press Right (Left) + A Button + B Button
Throw Approach an enemy and then press Right + A Button or B Button.
Throw and Release Press the Right or Left + A Button or B Button while being held.
Break a Fall Press R Button just before going down.
Flying Attack Press A Button + B Button
Super Deadly Attack Press Down-Right Down-Right or Down-Left Down-Left or Down Down + R Button

(You can make a Super Deadly Attack using any of the commands listed above. If the power gauge shows 3 bars, these commands will initiate a MAX Super Deadly Attack.
* When making a Super Deadly Attack using the R Button, holding the R Button down changes the attack from a weak (short) attack to a strong (long) attack. You can check the available Deadly Attack commands from the command list in the Pause Menu.

2-Button Mode B

A Button Kick (Hold down to switch between strong/weak)
B Button Punch (Hold down to switch between strong/weak)
Super Deadly Attack Super Deadly Attack Command + A Button or B Button
MAX Super Deadly Attack Super Deadly Attack Command + R Button

* You can make small, medium or large jumps and sprints (back steps) in 2-button mode using the same techniques as in 4-button mode.
* You can also make flying attacks and striker attacks while in the air.
* Making an emergency escape or flying attack decreases the number of power gauge bars by 1. These attacks can also be made during a block (the attack cancels the block).
* Left and right operations are used when the character is facing the right. When the character is facing the left, the operations are reversed.
Rewrite: "Left" and "right" actions apply to when the character is facing the right. These actions are reversed if the character is facing the left.
* The button settings indicated are the default button settings. The button settings and 4-button/2-button mode can be changed using the "Options" settings (see page 9).
* During a game, pressing the START, SELECT, A and B buttons at the same time cancels the game and returns to the title screen.

Starting the Game

Insert the game cartridge into the Game Boy Advance (GBA) and turn on the GBA. The game opening is played and then the title screen is displayed. Press the START button to display the menu screen and then select the mode you want to play.

Game Modes

Story Mode

In this mode, a 3-member team battles against the computer. You can assemble and modify your team. The story unfolds differently depending on the team selected. At the end of the game, your team will be awarded a technical level based on the score, number of continuous hits, etc. (see page 26).
(The technical level is not evaluated when the game play is continued from a previous game.)
The Striker is one of the characters listed below. The third member of the team cannot call the Striker.

Team Challenge Mode and Player Challenge Mode

These are two-player modes played using the Game Link Cable. In "Team Challenge" mode, you play against another three-member team, and in "Player Challenge" mode, you play with one character and 1 Striker.
In these challenge modes, handicaps are set for the characters depending on the character ranking (see page 26).

Game Play Flow When Playing with the Game Link Cable

1. Connect 2 Game Boy Advance units with the Game Link Cable.
2. Insert a game cartridge into each of the Game Boy Advance units.
3. Turn on both of the Game Boy Advance units and select either "Team Challenge" or "Player Challenge" from both the player 1 and player 2 units (the same challenge mode must be selected from both units).
4. After the Game Boy Advance units establish the connection, the game begins.

* See page 4 for information about connecting the Game Link Cable.

Practice Mode

This mode lets you practice your continuous attack techniques and the Deadly Attack commands. From the Pause menu, you can also change the status of the enemy character.

Battle Records

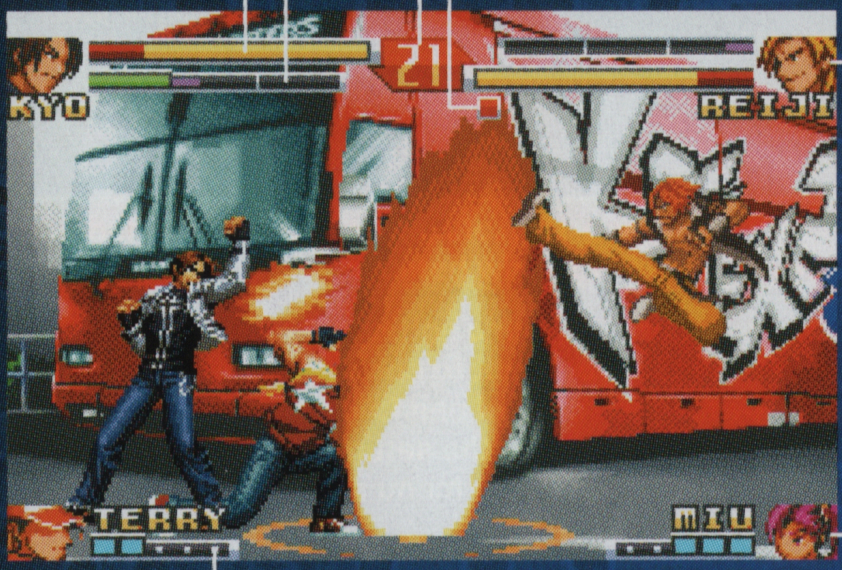
The game saves information about the games played in each mode, including the high score rankings, level of character use, character ranking, etc.

Options

You can personalize the game settings. Move the cursor to highlight the setting you want to change and then press the left or right arrows on the control pad to change the setting. When you have finished modifying the settings, select "EXIT" to save the changes and return to the menu screen.

Game Difficulty	Sets the level of game difficulty when playing against the computer.
Play Time	Sets the length of time for each round.
Number of Rounds	Sets the number of rounds for the "Player Challenge" mode.
Screen Contrast	Adjusts the screen contrast.
Key Configuration	Selects 4-Button Mode, 2-Button Mode A or 2-Button Mode B.
Key Settings	Makes detailed game button settings for 4-Button Mode and 2-Button Mode B only.
Challenge Handicap	When playing in a challenge mode with the challenge handicap set to "ON", a handicap is automatically set for the game character.
Reset	Resets all of the settings to the initial default settings.
Record Reset	Deletes all of the data in the game's backup memory.

About the Game Screen



Timer Shows the remaining time in the round.
Number of Rounds Won Increases by 1 each time an enemy character is defeated.
Character Shows the face and name of the enemy character.
Strength Gauge The strength gauge for the enemy character.
Power Gauge The gauge needed when using techniques like the Deadly Attack. Power gauge bars are collected when making an attack or being attacked, and a character can have a maximum of 3 bars at one time.
Striker Shows the character that is the Striker.
Strike Bomb An icon showing the number of attacks that the Striker can make. This number can be increased by 1 by challenging an enemy (which decreases the Power Gauge by 1).

K.O.F EX2 Rules

The following is a list of the basic rules for K.O.F EX2.

This is a knockout competition that continues until all of the members of a team have been knocked out.

■ When you knock out an enemy, your strength is restored based on the remaining time.

■ When all three of the enemy's team members have been knocked out, you win the round and clear the stage.

■ If all three of your team members are knocked out, you lose and the game ends.

If the remaining time reaches "00", the team with the most remaining strength is the winner.

■ If both teams have the same amount of remaining strength, the round ends in a draw and the next member for each team appears for battle. The same applies when there is a double knockout.

■ If all of the battles for each of the three team members ends in a draw or double knockout, the game ends.

Game over

■ If you lose against the computer, the "Continue" screen is displayed. Select either "YES" or "NO".

YES: Replay the same stage using the same teams.

NO: Your technical level is evaluated and then the "Game Over" screen is displayed.

* In "Player Challenge" mode, the first team to win two rounds is the winner.

Victory screen

Continue screen

The Heroes Team

Reiji Okami shows up with a King of Fighters invitation at the home of Kyo Kusanagi, who is living in America. Reiji, as a representative for Chizuru Shigaku, has come to ask Kyo to join him as his teammate in the championship competition so that they can investigate the waves of mystery that are interfering with the "Orochi" seal. Moe Habana, who himself has been disclosed as a member of the Jyu-Shu Sinpou, has also decided to join Kyo and Reiji in the competition. These Sanshu No Jingi and Jyu-Shu Sinpou alight on the stage of battle so that they can put a stop to the troubles surrounding the "Orochi".

Special Techniques of the Heroes Team Members

Kyo Kusanagi

100 Baked Demons	➡⬇↘+P
427 Trigger Steel	➡↘⬇↙⬅+K
114 Wicked Chew	⬇↘➡ + Weak P
★108 Major Serpent Wave	⬇↙⬅↙⬇↘➡+P

Moe Habana

Reading Stars	⬅⬇↙+P
Steam Blast	➡⬇↘+K
Deciphering Moon	⬇↙⬅+K
★Cherry Blossom Storm	⬇↙⬅↙⬇↘➡+P

Reiji Okami

Violent Wolf Bash	⬇↘➡+P
Aerial Wolf Kick	⬅↙⬇↘➡+K
Flying Wolf Bash	➡⬇↘+P
★Flurry of Wolf	⬇↙⬅↙⬇↘➡+K

★ A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Fatal Fury Team

Mai Shiranui joins Terry and Andy, the Bogart brothers, to form the new Garo Team. This team is considered to be one of the top contenders to win the upcoming King of Fighters Championship. Victory, however, is not their true goal. Actually, they have been asked by Blue Mary to look into the case of the serial kidnappings that target only children, guided by a dark rumor surrounding the sponsors of the tournament. Will the team be able to win the vicious tournament and learn the true identity of the tournament sponsors?

Special Techniques of the Fatal Fury Team Members

Terry Bogart

Burning Knuckle	↓↙←+P
Power Wave	↓↘→+ Weak P
Rising Tackle	↓ Push and Hold ↑+P
★Power Geyser	↓↙←↙→+P

Andy Bogart

Zan Ei Ken	↙→+P
Sonic Rip	←↙↓↘→+K
Sho Ryu Dan	→↓↘+P
★Super Shell Burst	↓↙←↙→+K

Mai Shiranui

Deadly Bees	←↙↓↘→+K
Flying Fan Smack	↓↘→+P
Dragon Flame Fandango	↓↙←+P
★Super Deadly Ninja Bees	↓↙←↙↓↘→+K

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MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Art of Fighting Team

The upcoming King of the Fighters Tournament is being co-sponsored by famous European financiers and major European enterprises. The Garcia Foundation is one of the leading sponsors, so Robert Garcia will be unable to participate in the tournament. Therefore, Takuma Sakazaki, founder of a style of extreme contact karate, has chosen to appear in his place. In order to prove the strength of his extreme contact karate style, Takuma is joined by his son, Ryo, who is known as the "Invincible Dragon", and his powerful daughter, Yuri. The Sakazaki family team is after only one thing — victory.

Special Techniques of the Art of Fighting Team Members

Ryo Sakazaki

Tiger Flame Punch	↓↘→+P
Koho	→↓↘+P
Zan Retsu Ken	→←→+P
★Conquest Cruncher	→←↙↓↘→+P

Yuri Sakazaki

Yuri Super Knuckles	↓↙←+P
Yuri Super Spin Kick	↓↙←+K
Yuri Chou Upper	→↓↘+P
★Flying Phoenix Kick	↓↘→↘↓↙←+K

Takuma Sakazaki

Tiger Boulder Bash	↓↙←+P
Shoran Kyaku	→↘↓↙←+K
Zan Retsu Ken	→←→+P
★Haoh Shi Koh Ken	→←↙↓↘→+P

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MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Ikari Team

Heidern, who has been following the mysterious case of the serial kidnappings, has discovered some kind of link between an ancient castle in Switzerland, rumored to be the place where the kidnapped children are taken, and the young industrialist who is the main sponsor of the upcoming King of Fighters Tournament. Under orders from Heidern, Ralph, Clark and Leona will appear as a team in the tournament and try to get close to the main sponsor. Leona, however, is sensing something very unsettling about this assignment.

Special Techniques of the Ikari Team Members

Leona

Moon Slasher	↓ Push and Hold ↑ + P
Baltic Launcher	← Push and Hold → + P
Grand Saber	← Push and Hold → + K
★V-Slasher	During a Jump ↓↘→↘↓↙← + P

Ralph

Gatling Attack	← Push and Hold → + P
Vulcan Punch	Repeat P
Sudden Drop Slam	↓ Push and Hold ↑ + P
★Super Vulcan Punch	↓↘→↘↓↙← + P

Clark

Super Argentine Backbreaker	(Near an Enemy) ←↙↓↘→ + K
Mount Tackle	←↙↓↘→ + P
Clark Lift	During a Mount Tackle ↓↓ + Weak P
★Running Three	←↙↓↘→←↙↓↘→ + K

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MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Psycho Soldiers Team

A gust of wind carries the crying voice of a child from somewhere in the darkness...
Athena's nightmares began on the day the King of Fighters invitation arrived. Realizing that her dreams are a kind of premonition about the series of kidnappings, Athena clenches her invitation as she makes her decision to participate in the tournament. Can Athena, and her teammates Kensu and Pao, unravel the mystery of the connection between the tournament and the kidnappings in order to save the missing children?

Special Techniques of the Psycho Soldiers Team Members

Athena Asamiya

Psycho Ball Attack	↓↙←+P
Phoenix Arrow	During a Jump ↓↙←+K
Psycho Sword	→↓↘+P
★Shining Crystal Bit	→↘↓↙←→↘↓↙←+P

Shii Kensu

Serpent Fang	←↙↓↘→+P
Serpent Jawbreaker	←↓↙+K
Boring Fang	↓↘→+K
★Dragon God Heaven Hoolah	↓↘→↘↓↙←+Strong K

Pao

Psychoball Attack Front	↓↙←+ Weak P
Psychoball Attack Rise	↓↘→+ Weak P
Psychoball Attack Reflect	↓↙←+ Weak K
★Psychoball MAX Attack	↓↙←↓↙←+P

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MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Korean Team

For the upcoming King of Fighters Tournament, one team will consist of three members. Hearing that John would be joining their team, Chan and Choi happily thought that one of them would likely be able to sit out the next tournament. Unfortunately however, they have just heard that John was involved in a traffic accident. In order to instill the hospitalized John with the courage to go on, Coffin Kim finds new resolve to lead his team to victory. Chan and Choi have a hunch that Coffin's special training has made him stronger than ever, and they themselves feel compelled to begin the hardest training of their lives.

Special Techniques of the Korean Team Members

Coffin Kim

Han Getsu Zan	↓↙←+K
Hishou Zan	↓Push and Hold↑+K
Hishou Kyaku	During a Jump↓↘→+K
★Phoenix Flail	↓↙←↙→+K

Kohan Chan

Ball and Bash	←Push and Hold→+P
Spinning Steel	Repeat P
Drumming Drubber	←↙↓↘→+K
★Berserk Ball	↓↘→↘↓↙←+P

Bonge Choi

Tornado Swing	↓Push and Hold↑+P
Rising Rip	↓Push and Hold↑+K
Surprising Flying Ape Attack	←Push and Hold→+P
★Super Tornado Vacuum Slice	→↘↓↙←→↘↓↙←+P

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* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Yagami Team

Chizuru Shigaku had sensed there was something wrong with the "Orochi" Seal. Unbeknownst to her, just as she was sending Reiji Okami, a Jyu-Shu Sinpou, off to fight in the King of Fighters tournament, other Jyu-Shu Sinpou were beginning to take action. Miu Kuroaaki and Jun Kagami — they aren't entering the tournament to win, in fact, they don't even have an invitation. These women, who plan to force their way into the tournament, have managed to get themselves close to Iori Yagami, who has deeper connections to the "Orochi" than anyone else. The three – each with his or her own personal expectations — form a team to enter the fierce battle!

Special Techniques of the Yagami Team Members

Iori Yagami

108 Style Dark Thrust	↓↘→+P
127 Blue Flower	↓↙←+P
212 Harp Moon Shadow	→↘↓↙←+K
★1211 Maiden Masher	↓↘→↘↓↙←+P

Miu Kurosaki

Amakageri (hidden)	↓↘→+P
Yomosugara	→↘↓↙←+P
Shubatsu	→↓↘+P
★Yomosugara (Dark)	↓↘→↘↓↙←+P

Jun Kagami

Chop Buster	→↘↓↙←+P
Revolver Drop	→↓↘+P
Sunset Low Kick	→↓↘+K
★Chop Buster Special	→↘↓↙←→↘↓↙←+P

★ A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.
* The default "MAX" button command is entered by pressing the A and B buttons at the same time. This setting can be changed with the key settings.

* Please see the command list in the Pause menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

FOR EXPERTS

Technical Evaluation

In "Story Mode", when each stage is cleared and when all of the stages are cleared, a technical evaluation is made based on how the stage was played. Characters that receive a good evaluation score are awarded a rank. The rank is based on the handicapped settings used in the Challenge Mode.

Master Mode

Press the L Button and R Button at the same time.

When 3 of the bars on the power gauge have gone out and the Counter Mode is activated, the character turns red. The character's attacking power is increased and the effect of Master Mode continues until all of the power gauge bars are used up.

* Only characters that have received the Master Class rank can use the Master Mode.

- The character can make unlimited use of MAX Deadly Attacks.
- You can cancel a Deadly Attack and issue a Super Deadly Attack (Super Cancel).
- In Master Mode, you cannot use a Block-Cancel Emergency Escape or a Flying Attack.

Challenge Modes

If certain conditions are met while playing a game, the following new modes will be added to the mode menu.
TIME ATTACK: Race to achieve the best time for clearing a total of 7 stages.
ENDLESS: Try to have the most winners in a single battle.

And More...

The game has a lot more hidden elements. It's up to you to use your hands and eyes to discover all the things "The King of Fighters EX2 — Howling Blood" has to offer.

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Cleaning the Game Cartridge Contacts

We recommend cleaning the game cartridge contacts periodically to prevent a loss of data that can result from dirty contacts. Clean the contacts as shown in the illustration, using a cotton swab or the Game Boy Series Cleaning Kit (DMG-08, sold separately).

* Do not apply excessive pressure to the cartridge contacts.
* Never use alcohol or volatile oils such as paint thinner or benzene to clean the cartridge contacts.

Notes about the Memory Backup Function

- This game cartridge has a memory backup function for saving game scores and player progress during game play.
- The following conditions can result in a complete and unrecoverable loss of memory data — carelessly and repeatedly turning the power switch on and off, removing or inserting the game cartridge while the GBA is turned on, incorrect game operation, dirty game cartridge contacts.

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